ENTERACTIVE™ VIDEO GAMES

NES-TN USA

INSTRUCTION BOOKLET

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo

ENTERTAINMENT
SYSTEM®

NINTENDO AND NINTENDO
ENTERTAINMENT SYSTEM
ARE TRADEMARKS OF
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Treat Your LJN Game Carefully

- This LJN Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

INTRODUCTION

O.K. dudes, the time has come to really get radical. You and the rest of "DA BOYS," T & C's famous group of skate and surf crazies, can kick out and pull off some awesome maneuvers together.

Whether you're jammin' the ramps, jumping the cracks, riding the rails or just laying back tall, the skate action is hotter than hot!

...and when you hit the beach to rip up the surf you'll be face to face with some of the most explosive swells around. Execute some low, hard bottom turns, flawless spinouts or just skate the lip in order to rack up some serious points on your way to becoming the ultimate skate and surf champion. This action is hardcore...and it's your turn.

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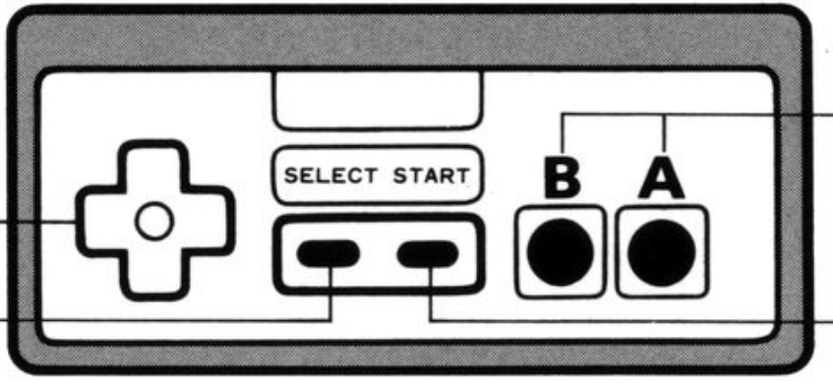
1 HOW TO USE THE CONTROLLER

The CONTROL PAD and A / B BUTTONS are used differently in the STREET SKATE SESSION and BIG WAVE ENCOUNTER. Please refer to each game's description.

CONTROL PAD

A·B BUTTON



SELECT BUTTON
select the game

START BUTTON
start or pause the game

2 GAME GUIDE

You can enjoy both STREET SKATE SESSION and BIG WAVE ENCOUNTER with this T & C Wood and Water Rage game. Press the START button and the GAME MODE SELECTION SCREEN is displayed. Select either the 1 PLAYER or 2 PLAYERS mode for one of the 3 different games: STREET SKATE SESSION, BIG WAVE ENCOUNTER or WOOD AND WATER RAGE. Then press the START button again.

3 HOW TO PLAY STREET SKATE SESSION

■Select one of the two characters, either JOE COOL or TIKI MAN.

HOW TO USE THE CONTROLLER

go up and left

slow down

speed up

come down and right

A BUTTON
jump

B BUTTON
kick to speed up

LEFT ARROW ON CONTROL PAD PLUS A BUTTON
jump while holding skateboard

■COMPLETE THE GAME

when you reach the goal within allowed time.

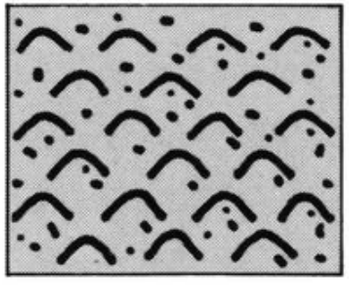
■GAME OVER

when you run out of time or lose all of your life symbols.

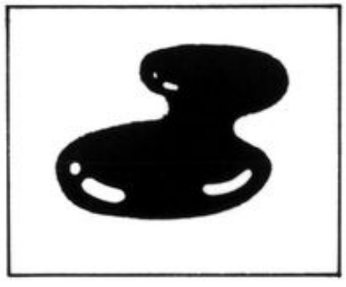
■LIFE SYMBOLS

Your are given 4 LIFE SYMBOLS at the start of the game. You will get extra LIFE SYMBOLS if you maintain a high enough speed throughout the course. You will lose LIFE SYMBOLS if:
A. you fall into the ocean or crack in the street—3 SYMBOLS
B. you crash into a rolling oil drum—3 SYMBOLS
C. you crash into other obstacles—2 SYMBOLS

■OTHER HAZARDS



Torn-up sections of road—slow down

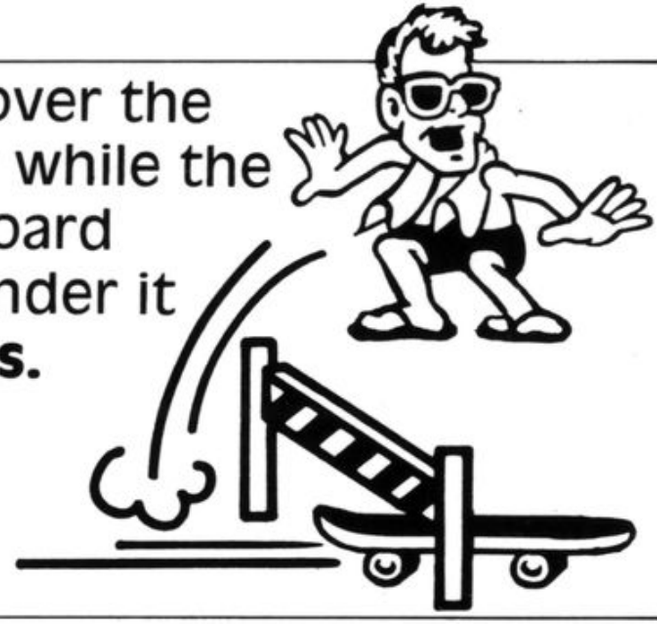


Oil Spill—out of control for 2 seconds

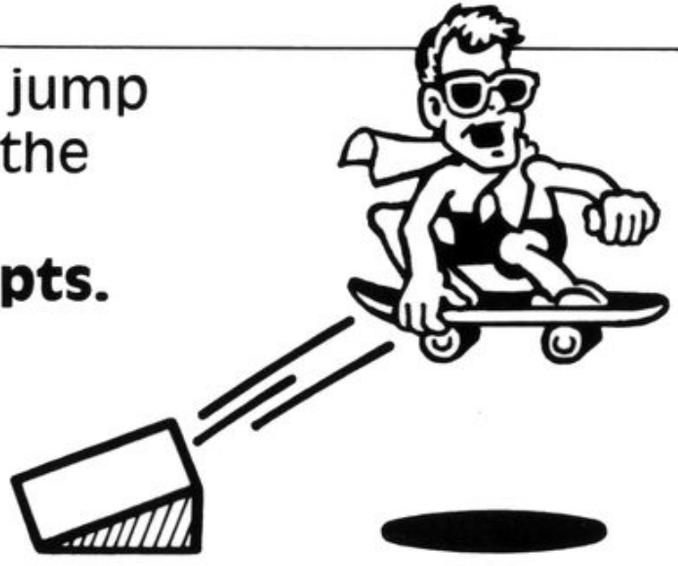
4 SCORING FOR STREET SKATE SESSION

Jump on a ball, turtle, or toy car while holding the skateboard
1000 pts.

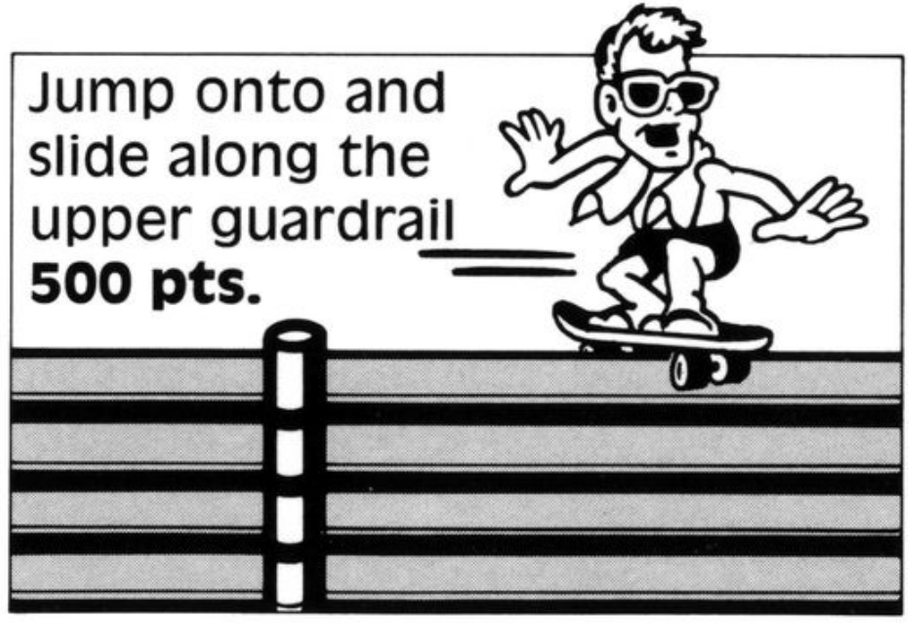
Jump over the barrier while the skateboard goes under it
500 pts.



Large jump from the ramp
1000 pts.



Jump onto and slide along the upper guardrail
500 pts.



■ **Roll over Bonus Coins, with point values determined by the number and color of the coins you collect**

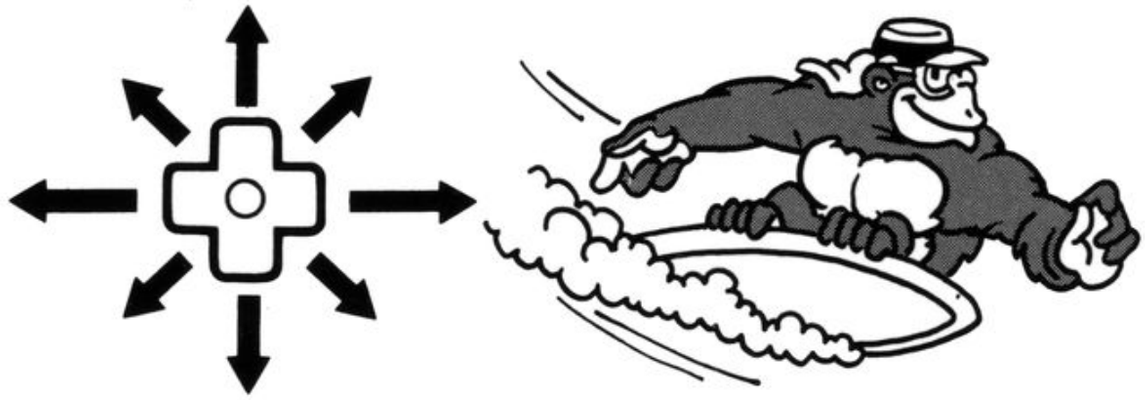
	1st	2nd	3rd	4th and up
Red	300	600	1200	2400
Pink	200	400	600	1600
Green	100	200	400	800
Blue	50	100	200	400

■ Time remaining after you complete the course will be added to your score as bonus points.

5 HOW TO PLAY BIG WAVE ENCOUNTER

■Select either THRILLA GORILLA or KOOL KAT with the A and B Buttons.

HOW TO USE THE CONTROLLER



CONTROL PAD: controls the direction of the character.

A BUTTON: to move the character's balance forward.

B BUTTON: to move the character's balance backward.

■ COMPLETE THE GAME

when you reach the beach.

■ GAME OVER

when you lose all of your LIFE SYMBOLS.

■ LIFE SYMBOLS

You are given 4 LIFE SYMBOLS at the start of the game. You will get extra LIFE SYMBOLS if you surf fast enough along the wave. You will lose LIFE SYMBOLS if:

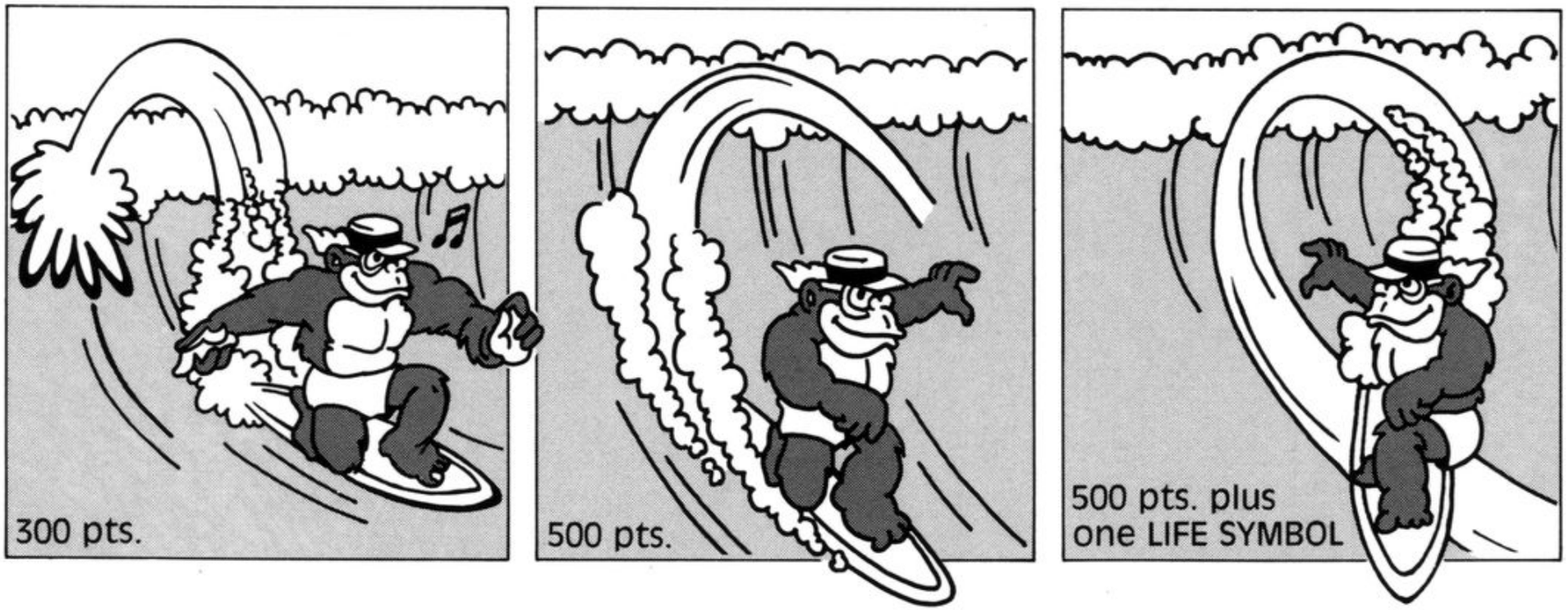
A. you surf into hazards like fish, seagulls, etc.—2 SYMBOLS

B. you surf into one of the pier supports—1 SYMBOL

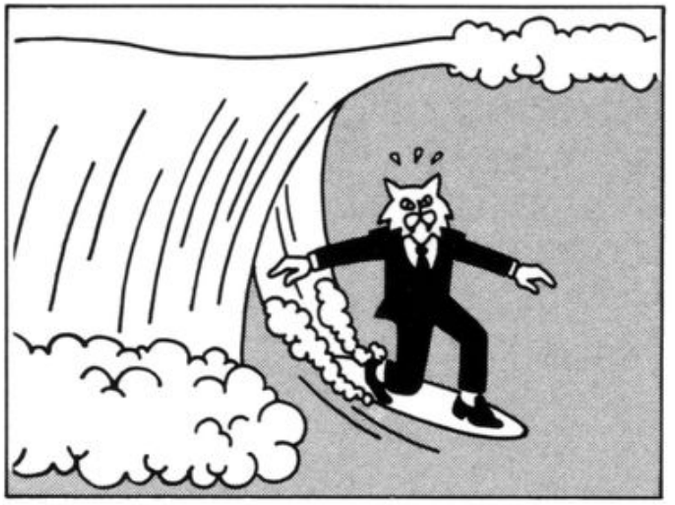
6 SCORING FOR BIG WAVE ENCOUNTER

■ You get 10 points for each second you surf without falling.

■ Points for each turn:



■ RIDING THE PIPELINE



you get 100 points for each 1/2 second you successfully surf in the hazardous Pipeline.

■ BONUS BANANA

you get bonus points for surfing over and picking up bananas floating in the water as follows:

1st	2nd	3rd	4th and up
100 pts.	200 pts.	400 pts.	800 pts.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio / television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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Game Pak "NES-GP"

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